

PROGRAMME TIMELINE

ONLINE GRADUATE DIPLOMA IN FILM & GAME SCORING

Module 2: Scoring the Screen: Using the Vocabulary (15 hrs)

Module 1: Scoring the Screen: Learning the Vocabulary (15 hrs)

Module 6: The Art of the Mockup (4.5 hrs)

Module 5: Orchestration for Film (3 hrs)

Module 6: The Art of the Mockup (4.5 hrs)

Module 5: Orchestration for Film (3 hrs)

Module 3: Scoring the Screen: Advanced Tools for Musical Storytelling (15 hrs)

Module 6: The Art of the Mockup (3 hrs)

Module 5: Orchestration for Film (6 hrs)

Module 7: Recording & Mixing for Orchestra & Film (6 hrs)

Module 6: The Art of the Mockup (3 hrs)

Module 5: Orchestration for Film (3 hrs)

Module 8: Sound Design & Electronic Music Composition (15 hrs)

Module 7: Recording & Mixing for Orchestra & Film (9 hrs)

Module 9: Scoring for Games (15 hrs)

Module 5: Orchestration for Film (3 hrs)

Module 4: Scoring the Screen - Developing A Unique Personal Style
Monthly One-on-One Sessions with Dr. Andy Hill, Dean of the Film Scoring Academy of Europe

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35

FEB

MAR

APR

MAY

JUNE

JULY

AUG

SEPT

WEEK 6

Rec. Session #1
Solo Piano (MIDI)

WEEK 10

Rec. Session #2
Solo Piano (Audio)

WEEK 15

Rec. Session #3
Strings Overlay I

WEEK 20

Rec. Session #4
Winds Overlay I

WEEK 21

Rec. Session #5
Strings Overlay II

WEEK 22

Rec. Session #6
Brass Overlay I

WEEK 33

Rec. Session #7
Winds Overlay II

WEEK 34

Rec. Session #8
Brass Overlay II

WEEK 35

Rec. Session #9
52-piece Symphony Orchestra